



BORIS THE SPIDER

**A Journal of Duplicious Doings,
Raw Power, and Naked Greed**

*"Oh, what a tangled web we weave
When first we practice to deceive!"*
--Sir Walter Scott--



VOLUME VII, #22

(#205)

10 Oct 02

BOHICA!

Being an acronym for "Bend over, here it comes again", it aptly describes how we feel down here on the Gulf Coast. Since I last wrote, we've been visited by three tropical storms/hurricanes, Harina, Isidore, and Lili. Plenty of much-needed rain here in the Ft Walton Beach area and some wind. Isidore hit us the hardest -- on Ms Nar's birthday no less. I actually got a day off work during the "let's get windfall off the roads and restore power" phase of the recovery. And now Kyle's threatening to come this way.

Mike Scott sent along over 3 pages of KINGMAKER end-of-game statements. Obviously we can't publish them all this time, but perhaps by installments...

We haven't reached quora yet to start a new game. So far we have:

BALKAN WARS: R Fisher, need 5 more

"Boris XVII": Shacklett, Copeland, need 5 more

CIRCUS MAXIMUS: Anderson, O'Hara, R Fisher, need one to seven more

COLONIAL DIP: Boyum, Anderson, Copeland, need 4 more

DUNE: Wilson, O'Hara, R. Fisher, need 2-3 more

So get in your duthers soonest.

Thorough readers may have noticed that we've been posting situation maps on the web for some of the games that normally wouldn't get a map published in an issue. I'll be adding a page to the still unofficial BORIS website to link to those maps soon. Check Ref 1 in a week or three.

STANDBY ALERT: If interested in assuming the position send orders.

Florence in MACHIAVELLI (Hassler is primary standby; Anderson & Reynolds are last choices)

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: History must repeat itself because we pay such little attention to it the first time. -- Blackie Sherrod

Winners of the 2002 Diplomacy Hobby Awards are posted at Reference 2.

BOOS & KUDOS

This month's Madame Bolduc Press Excellence Award (and free issue) goes to Sven Vasseur for his MACHIAVELLI press.

This month's Ms Nar Super-Sudsy Bomb is lobbed at Forest Cole for an NMR in MACHIAVELLI.

REFERENCES:

1. <http://hometown.aol.com/prbolduc/boris/borishome.htm>
2. <http://devldiplom.org/DipPouch/Postal/Zines/TAP/ANNOUNCE02.html>

PERSONAL COMMUNICATION HERE (maybe):

Deadline for most games is 1800 CST 1 Nov 02



RUSSIA STRIKES!!

Fall 1901

XVI
2002C

MIRKWOOD: Looks like Russia vs Austria and Germany vs France with England, Italy, and Turkey remaining conspicuously neutral.

TROOP DISPOSITION:

AUSTRIA (R Fisher): A Rum Hjr-???, A Trl-Ser, F Alb-Gre;

ENGLAND (Morrison): A Yor-Nwy, F Nwg S A Yor-Nwy, F Nth C A Yor-Nwy;

FRANCE (Boyons): A Spa H, A Bur-Bel, F Mid-Por;

GERMANY (Anderson): A Kle-Den, A Ruh-Bel, F Hol S A Ruh-Bel;

ITALY (K Wilson): A Nap-Tun, A Ven H, F Ion C A Nap-Tun;

RUSSIA (Fowlie): A Mos-War, A Ukr-Rum, F Sev S A Ukr-Rum, F Bot-Swe;

TURKEY (Nichols): F Ank-Bla, A Bul-Gre, A Con-Bul;

Orders in brackets fail, oth = off the board, r-??? = must retreat somewhere.

Austrian A RUM must retreat oth or to BUL or GAL.

SUPPLY CENTERS:

| | |
|--------------------------------|--------------|
| AUS: Bur Trl Vie +Ser | (4) Build 1* |
| ENG: Edi Lon Lpt +Nwy | (4) Build 1 |
| FRA: Bre Mat Par +Por +Spa | (5) Build 2 |
| GER: Ber Kle Mun +Bel +Den | (5) Build 2 |
| ITA: Nap Rom Ven +Tun | (4) Build 1 |
| RUS: Mos Sev StP Sev +Rum +Swe | (5) Build 2 |
| TUR: Ank Con Smy +Bul | (4) Build 1 |

* If AUS A RUM retreats oth, may build 2.

Due next time: Your orders for Winter 1901/02 (only) and Press.

EMBASSY BEAT

Germany to Esch--Are you my friend??

Germany to Austria-- Interesting, very interesting.

Germany to Russia: Maybe you should write me.

Italy to England: Flattery will get you everywhere. Cutthroats indeed!

Italy to Austria: What, no response to my previous press?

Italy to Turkey: I'm glad you're such a reasonable individual. I'm sure we can work things out.

T-All: The intentional failure of my movements this turn is a statement of total non-aggression, and is a stand for world peace.

T-A/F: Hmmm, what's up with the G/R alliance?

T-E: Aren't you suspicious of the sneaky French moves?

T-A: I only seek a fair distribution. I am still open to friendly talks.

T-R: By attacking me, we would both lose in the long run as others race ahead.

BORIS WORLD PRESS REVIEW

London Times--The Office Of Misinformation has found the multiphonic swine who published the piece from England to the European Leaders. He has been dealt with and now scrubs the lues at the Green Line underground stations. Our apologies to all those Leaders. The culprit has confessed to likes with an obscure Italian organization "The Senat-Literates of Pure Piza Youth". SLOPPY for a better name.

We should not see any more outbursts of this nature from him.



KINGMAKER

Some Speak!

KM 00-1
10-04-02

GM's opening statement: I enjoy GMing Kingmaker, especially the "Blind" or "Unknown" games, where players see Nobles doing things, but other than their own Nobles, they don't know who they belong to, or what strengths those Nobles or Factions are. It makes some 'Fog of War' situations, and fun for me as I can see thru that fog.

Thank You to all the Players for playing the game all the way out! My Congratulations to our Winner, Phil Reynolds. And my SPECIAL Thanks for the players who came in as Stand by Players. Meantime, here's the players ending statements.

Knight Who Say "NEE!": Well, the game didn't end in the manner I expected, but it did end with the result I expected (and would have kicked myself if it hadn't happened), which is that I won.

The reason I expected this is due to a combination of luck and skill. I drew the Archbishop of York and Coventry cards, so I had immediate access to Richard (who Neville coronated) and Margaret. Also, my Bouchier was able to get in and capture King Henry when he first was called from London. Then my gang marched over to Kenilworth, sieged it and captured Edward, giving me control of all three onboard Lancastrian heirs.

Sometime during all of this (or maybe at the very beginning -- I don't recall)(GM's note, drew turn 7), I drew Beaufort, the last possible Lancastrian heir. So, I decided to kill Henry, Margaret and Edward in one fell swoop and never to play Beaufort unless I was desperate (which I almost became near the end).

The second part of my strategy was to kill off all the other Yorkian heirs. Fortunately for me, a plague killed what's-his-name over in Calais early on, and I captured Edward by sieging Harlech and George by winning a fight. (I'm relying on somewhat foggy memory here.) I kept the latter two alive as insurance just in case Richard got killed in battle.

That left Edmund as the last surviving heir on the board that I didn't control. Problem was, I needed a ship to get to Ireland, and the ship I got in battle was trapped in London, which David wasn't about to release. I figured I would have to go alege it, but between losing Bouchier and some mercenaries and David's Stafford (i.e., Constable of Tower of London) always lurking near London with 200 extra troops, it wasn't a viable plan, so I decided to head west and beat up on some other nobles to get a ship, preferably in Wales, since Audley had the Chamberlain of County Palatine (or whatever it's called) that gave the group 200 more troops in Wales. I also had to hide out in Wales a couple of times when David's nobles and others seem to be on the hunt for my party, and I didn't want to get trapped by a belligerent noble outside of Wales only to be ganged up on and butchered.

Once Talbot (I think) was called back to the mainland with Edmund, I decided to try to attack him to capture and kill Edmund. However, other nobles were around fighting him, so I tried lurking nearby in Wales. I was going to jump on Talbot if three successive combats with another faction forced a cessation in battle, but, surprisingly, Talbot's owner decided to off Edmund rather than risk losing him in battle -- or maybe Talbot's owner just wanted the game over. But once Edmund was dead, I had the game in hand, so I killed Edward and George, winning with King Richard as the sole crowned heir.

It was interesting playing with Mike's rules on belligerency and secret Crown card play. On one occasion, I think my nonbelligerent group encountered a belligerent group, and I think Mike said something like mine couldn't be the attacker in such a situation, even if mine were the large force, which I didn't understand. So then my guys were mostly belligerent, except toward the end when I was dodging David's troops and just lurking about, waiting for the opportunity to strike Talbot. As for the secret cards, it did make it more challenging, but as a result, it deterred me from fighting, and I don't think deterrence of fighting is something you want to have in this game, otherwise players are more likely to sit around waiting for a happy accident or something. So I had to take notes about which nobles responded to which Event cards and which travelled together. Even though I didn't necessarily figure out right away the player of each noble, I did quickly figure out which ones belonged to which factions.

So, all in all, a very enjoyable game, though communication with other players was practically nil from my vantage. Of course, my having the lead faction on the board might have kept others from

--continued on p 9



MACHIAVELLI

POPE BETRAYED!!

RIOTS IN FLORENCE!

Summer 1527



RAGNOCITTA: The perfidious Turks, financed by the French, have neutralized the Pope's last two home centers. Combine this with the ongoing riots in Florence and it could be curtains for the central powers.

TROOP MOVEMENTS

Venetian A MIL retreats into G.

FLORENCE (Cole, 18d): NMR F Cor Htu, F Pisa Htu, A Luc Htu, A Mod Htu, G Gen Htu, F Pio Htu, A Are Htu, A Flo Htu, A Sic Htu.

FRANCE (McCannell, 1-1d): Donates 1d to TUR. [A Como-Mil] [A Par S A Como-Mil] (r-???) [A Tyr-Aus] A Mil-Trent, A Par S A Como-Mil, A Sav-G, F Gen S F LS, F GoL-WM, F LS S F Gen, F Pro-GoL.

PAPACY (K Wilson, 1d): A Pis S FLO A Flo, [A Rome S A Per] [G Rome S A Rome] (nic), A Per S A Rome, [G Per S A Per] (nic).

TURKEY (Scott, 17+1-18d): Spends 18d on "T" vs PAP G Rom & G Per. [A Cap-Rome], F TS S A Cap-Rom, F Are S F LA-UA, F Sar S F TS, [A Spa S A FLO A Are-Urb] (iso), [A Her-Dal], [F Otr-LA], G Are S F Are, [A Alb S A He] (totm), [F LA-UA].

VENICE (Vasseur, 18d): A Cie S A Man-Par, [F Dal S F UA], A Ber S G Md-A, A Bol S A Urb, [G Mil-A], [A Sic-Aus], A Bos S F Dal, A Man-Par, F LA S A Urb, A Ver-Carin, A Urb S FL A Are-Fer.

AUTONOMOUS: +Per +Rom

Orders in brackets hit; h = besieged, d = destroyed, imp = impossible, nlc = no longer controlled, ntu = no such unit, ntb = nothing to besiege, oth = off the board, r-??? = must retreat to ???, u = unordered.

French A PAR must retreat oth or to For.

Due next time are retreats and orders for Summer 1527, and Press. Ma Nar craves Press.

EMBASSY BEAT

His Holiness hereby excommunicates the Muslim heretic! Ditto the Venetian swine. Now go fight each other.

His Holiness offers indulgences by the wheelbarrow-full, for free, to all Florentine and French armies and fleets that kill Venetian or Muslim sailors and soldiers. Get 'em while their hot! Fresh off the presses. 0% financing! Drive them off the lot.

The door flung open and the Duke's guard found Svenotti still in his full clothing, in a position that revealed that this time he had almost made it. To his bed that is. It was early morning and the room held a nasty smell that not only emerged from the poor fellow on the floor, who had been there not many hours, but also from weeks of no fresh air but alot of human organics. "Sheesh..." The guards backed off by the smell. "Now this was a nice sight." "Drunk again." "Yes, but let's get him out of here - I can't stand the smell!" "I'm not so sure we're not bringing the source..." Svenotti didn't notice when the guards lifted him by the arms and pulled him out in the fresh air. He didn't notice going with the carriage that brought him to the Duke's magnificent palace. He didn't even notice the first eight buckets of cold water that was poured over him. But he noticed the nuth and reluctantly he opened his eyes only to find the guards giving him smiles. Oh, had they been there... Svenotti wasn't that familiar with the situation but since that day six weeks ago when the sudden death of his old master had made him an ordinary man he had made acquaintance with many strange habits. For a diplomat. Perhaps not for a former diplomat. Svenotti couldn't tell how long

--continued on p 7

ERRATA: B has \$103, P has \$107 L has \$137. H is not in NUR nor G in GAL. P has 150 M.

THE CAST: (In Tiebreak Order)

London (McCabe): \$137, 10C, 3K, 125M, Gal-6, 11t
Paris (Fruch): \$107, 16C, 1K, 150M, Gal-2, 18t
Genoa (Copeland): \$128, 10C, 3K, 80M, Gal-6, 6t
Hamburg (Debbie A): \$58, 7C, 2K, 70M, Gal-4, 27t
Venice (Hanna): \$85, 9C, 3K, 125M, Gal-6, 11t
Barcelona (Buttitta): \$103, 9C, 4K, 80M, Gal-4, 8t

ADVANCES

E,F,N
 E,I,N
 A,E
 A,B,I
 E,N,R
 A,I,N,R,V

Leaders are Erasmus (1st, L) and Walter (L, \$10).

4.4: Purchase Phase

G (6t) buys Stabilization (86), "Written Record" (N: \$30), "Overland East" (R: \$10, 30 cr, \$10 to L), "Holy Indulgence" (F: \$40, 20 cr, +1 ML), & "Urban Ascendancy" (V: \$20).
B (8t) buys "Holy Indulgence" (F: \$60 +1 ML, 0 MR), Galley-6 (\$10), & Stabilization (\$10).
L (11t) buys "Institutional Research" (X: \$100, 10 MR), "Overland East" (R: \$0, 40 cr, 5 MR), "Printed Word" (O: \$10, 50 cr, 10 MR), "The Heavens" (A: \$20, 10 cr, 5 MR), "Caravan" (I: \$10, 10 cr, 5 MR), & "Stabilization" (\$6). Uses 35 MR to -1 ML.
V (11t) buys "Holy Indulgence" (F: \$60 +1 ML, 0 MR), "Caravan" (I: \$20, 5 MR), and Stabilization (\$6).
P (18t) buys Galley-4 (\$10), "Holy Indulgence" (F: \$40, 20 cr, +1 ML), "Overland East" (R: \$10, 30 cr, \$10 to L), "The Heavens" (A: \$30, 5 MR), & Stabilization (\$1).
H (27t) buys Stabilization (\$1), "Overland East" (R: \$40).

4.5: Expansion Phase

G (6+2) plays 5t @ Cyp (G,B,W 6,2:3 -2PT), buy card (-3t).
B (8+2) plays 5t@c @ Alex, 4t @ Bel (=c 6,3:6 -1PC), eat 1t.
L (11+2) plays 2t@c @ Ice, 4t@c 6,4:3 -1BC @ WAL, 4t@c 4,5:5 -1GC! Ste, 2t(2,1:1 no) @ Mal, 1t @ Kon.
V (11+2) plays 2t@c @ Sar, 2t@c @ Kle, 6t@c 2,2:3; 5,5:1 -1BT @ Mon, 3t @ Nap.
P (18+2) plays 4t@c 1,3:2 -1BC @ Val, 6t(4,1:1; 3,2:4; 5,2:1 -1VT) @ Dur, 2t(5,6:2 -1VR) @ Ath, 4t(5,4:5; 6,1:3 -1VT) @ Gal, 1t @ Tar, eat 1t.
H (27-10) plays 4t@c 6,6:1 -Vc @ Kle, 12t @ Nur (2,1:5; 3,2:3 no), eat 1t.

4.6: Income Phase: L (3c) gets the expansion card. P (16C) earns \$111. L (13C) earns \$93. V (11C) earns \$81. G (10C) earns \$75. B (9C) earns \$69. H (8C) earns \$63. There is a shortage (3) of Timber (1+4) (no majority holder) and a shortage (2) of Silk (4+6) (V gets bonus card).

5.2: Card Purchase Phase: G buys a card (-\$10)

THE CAST: (In Turn 4 Order)

Genoa (Copeland): \$77, 10C, 6K, 80M, Gal-6
Barcelona (Buttitta): \$92, 9C, 4K, 90M, Gal-6
London (McCabe): \$104, 13C, 4K, 100M, Gal-6
Venice (Hanna): \$90, 11C, 5K, 125M, Gal-6
Paris (Fruch): \$117, 16C, 2K, 175M, Gal-4
Hamburg (Debbie A): \$80, 8C, 3K, 70M, Gal-4

ADVANCES

A,E,F,N,R,V
 A,F,I,N,R,V
 A,E,F,I,N,O,R,X
 E,F,I,N,R
 A,E,F,I,N,R
 A,B,I,R

THE BOARD:

B: C @ Alex, Alg, BAR, Basq, Bel, Fez, Gra, Lis, Tol, Val, 1T @ Barc, Tou.

--continued on p 7



BRITANNIA

"Egbert"

Turn X



The Cast:

Blue: Kevin Wilson Green: Dave Anderson Purple: Chuck Hanna Red: Peter Bayum

Board

R-Ba (2.5): 1A @ Moray, Pennines.

Welsh (1.5): 1A @ Cornwall, Clwyd, Devon, Dyfed, Gwent, Gwynedd, Powys.

Brigantes (1.5): 2A @ Cumbria.

Picts (1.5): 2A @ Alban; 1A @ Mar.

Caledonians (0): 1A @ Hebrides.

Irish (0): 5A @ Hwicce; 1A @ Cheshire, March.

Scots (1.5): 4A @ Dalriada; 1A @ Caithness, Orkneys.

Saxons (1.5): 3A @ Bernicia; 2A @ Dunedin; 1A @ Avalon, Downlands, Essex, Kent, Lindsey,

Norfolk, S Merca, Suffolk, Sussex, Wessex, York.

Angles (0.5): 2A @ Galloway.

Score: Purple 57, Red 33, Green 29.5, Blue 29

TURN X (cont)

Green's call for a concession to Red fails.

Brigantes (1.5): Grow 1 pp. Hold.

Picts (1.5): Grow 1 pp. Hold.

Caledonians (0): Grow 0.5 pp. Hold.

Irish (0): Grow 3 pp. Add 1A @ ...

Board

R-Ba (2.5): 1A @ Moray, Pennines.

Welsh (1.5): 1A @ Cornwall, Clwyd, Devon, Dyfed, Gwent, Gwynedd, Powys.

Brigantes (2.5): 2A @ Cumbria.

Picts (2.5): 2A @ Alban; 1A @ Mar.

Caledonians (0.5): 1A @ Hebrides.

Irish (0): 5A @ Hwicce; 1A @ Cheshire, March.

Scots (1.5): 4A @ Dalriada; 1A @ Caithness, Orkneys.

Saxons (1.5): 3A @ Bernicia; 2A @ Dunedin; 1A @ Avalon, Downlands, Essex, Kent, Lindsey,

Norfolk, S Merca, Suffolk, Sussex, Wessex, York.

Angles (0.5): 2A @ Galloway.

Score: Purple 57, Red 35, Green 29.5, Blue 29

Legend: A = infantry army, C = cavalry army, F = fort, L = leader, pp = population point, R = raider, r-??? = retreats to ???, w-??? = withdraws to ???, * = in melee, g = attack by/against cavalry



Source of the Nile

Turn ?



The Cast:

Dan Farrow
Ron Fisher
Don Clunnery

Jason Bergender
Andrew York
D&D Anderson

PRESS:

Disaster Strikes Expedition: Pilkington's Fate Unknown

A lone canoe of the Royal Botanical Society Expedition floated into Brass today. Its sole occupant a half-starved bearer for M.R. Pilkington's party. At the British Consulate the bearer said the Expedition had left the main river again and thought they had found the tributary's source. He was the last one unloading the boats and just about to enter the jungle when he heard gunshots and shouting. When spears started flying out of the jungle around he he shoved the closest canoe into the river and hid in the bottom. He said he had no knowledge of the fate of any of the others but did hear a number of gunshots as he floated away. The local authorities plan an inquiry and are organizing a search party to go up river.

--"Cyning" (continued from p 5)

G: C @ Flo, Cal, Con, Cyp, GEN, Mar, Smy, Sue, Tri, Tun: 1T @ Ada, Nap.

H: C @ Col, Dan, HAM, Kle, Lub, Nov, Prs, Rig: 1T @ Anss, Bre, Cop, Mal, Mit, Smo, Ste, Whi.

L: C @ Ber, Che, Edi, Ice, LON, Por, Sev, Sic, StM, Sto, WAF, Wat, Yor: 1T @ Arm, Corn, Kon, She, Wal.

P: C @ Acr, Alep, Basl, Bor, Bru, Bud, Cre, Dij, Dub, Lyo, Mil, Nur, PAR, Str, Vic: 1T @ Ath, Dur, Gal, Jer, Lev, Tar.

V: C @ Ang, Erz, Kle, Pott, Rom, Salo, Sar, Tan, Tre, Var, VEN: 3T @ Nap: 1T @ Kaf, Salz, StG

Due next time are orders for Turns 4.4 (Purchase) through 4.5 (Expansion).

PRESS:

Paris to Genoa - Your worry and claim about my "winning" is misplaced - who has won two games of AoR in Boris but yourself while humble me has 0 to his credit? As for me - casting as the leader is only temporary as your evil designs will come forth soon enough for action by others....

Paris to Venice - Only a great gamer such as yourself can go from 9 cities to 1 and then back to 9 again? Tell us your secret, oh master one?

Your cards (Karte) are:

LEGEND: c = white circle, C = colored circle, K = cards, M = misery, ML = misery level, t = white token, T = colored token

--"Machiavelli" (continued from p 4)

time he had waited before he found himself face to face with the new Duke. Finally the arrogant little bastard spoke.

"The generals asked me to contact you. The turmoil of the military movement didn't turn out as well as expected. Only won that ridiculous province Urbino. And..." The voice came down to a murmur and Svenotti could hardly hear the Duke say "... the territory of Milan is lost. Temporarily lost!" he hastened himself to add. Ouch, Svenotti knew what Milan meant to the Duke. Milan is where he had spent a lot of his growing up. With his Nanny, perhaps the only person he ever had

--continued on p 9

1856

LORD STANLEY
OR 4.1

Errata: Fruch didn't buy 5th share of CA so Butitta has the Priority. GT (G70) will operate before CV (C70). Zieske has \$12.

PLAYER STATUS: (* = Prez)

Fruch: \$26, GLSC, NFSBC, 4 CA*
 Chinnery: \$12, 4 GT*, 4 CV*
 Butitta: \$53, W&S, SCFTC, 1 GT, 2 LPS, 1 GW (Priority)
 Zieske: \$12, 4 LPS*, 1 GT
 Hanna: \$4, 6 GW*

CORPORATION STATUS:

| Corp | Prez | Price | Par | IO | Pool | Loans | Escrow | Cash | Trains | Tokens |
|------|------|-------|-----|----|------|-------|--------|------|--------|----------|
| LPS | PZ | C100 | 90 | 3 | 1 | 3 | 270 | 159 | 223 | C14 Flos |
| CA | MF | C60 | 80 | 6 | 0 | 0 | 0 | 320 | --- | |
| GT | DC | G70 | 65 | 4 | 0 | 4 | 65 | 100 | 223 | P9 CC |
| CV | DC | D70 | 79 | 6 | 0 | 0 | 0 | 280 | --- | |
| GW | CH | H50 | 65 | 2 | 1 | 4 | 195 | 75 | 2233 | F15, F17 |

OR 4.1

Privates pay LPS \$9, GT \$10, JB \$20, and MF \$35.

| Corp | Title | Lay | Token | Earn | Div | Loans | Trains | Price | Notes |
|------|-------------|-----------|-------|-------|------|--------|---------|-------|-------|
| LPS | #8/D17(sc) | F17 | | \$190 | \$19 | (4)+60 | 223+3 | C110 | a |
| CA | #15/D17(sc) | D17 & C14 | --- | --- | --- | (1)+90 | +4 | C75 | b |
| GT | #55/N9(mw) | no | | \$160 | \$16 | (5)+50 | (22)3 | G75 | |
| CV | #9/M12(mw) | N11w | --- | --- | --- | (1)+90 | +4 | D65 | |
| GW | #8/C16(isw) | D17 | | \$140 | \$14 | (5)+50 | (22)3+3 | H55 | |

a) Reaches destination and received \$270 from escrow.

b) Phase change, 2-trains scrapped

PLAYER STATUS: (* = Prez)

Fruch: \$61, GLSC, NFSBC, 4 CA*
 Chinnery: \$76, 4 GT*, 4 CV*
 Butitta: \$141, W&S, SCFTC, 1 GT, 2 LPS, 1 GW (Priority)
 Zieske: \$104, 4 LPS*, 1 GT
 Hanna: \$88, 6 GW*

CORPORATION STATUS:

| Corp | Prez | Price | Par | IO | Pool | Loans | Escrow | Cash | Trains | Tokens |
|------|------|-------|-----|----|------|-------|--------|------|--------|---------------|
| LPS | PZ | C100 | 90 | 3 | 1 | 3 | --- | 188 | 35 | C14, F17 Flos |
| GT | DC | G75 | 65 | 4 | 0 | 5 | 65 | 160 | 3 | P9 CC |
| CA | MF | C75 | 80 | 6 | 0 | 1 | 0 | 20 | 4 | D17, C14 |
| CV | DC | D65 | 79 | 6 | 0 | 1 | 0 | 20 | 4 | N11w |
| GW | CH | H55 | 65 | 2 | 1 | 4 | 195 | 25 | 33 | F15, F17, C14 |

The Bank has \$10,654.

AVAILABLE TRAINS: 4455566DDDDDD...

AVAILABLE TILES:

Yellow: #1(1), #2(1), #3(3), #4(3), #5(2), #6(2), #7(5), #8(11), #9(11), #55(1), #57(4), #58(1), #69(1)
 Green: #14(2), #15(1), #16(1), #17(1), #18(1), #19(1), #20(1), #23(4), #24(4), #25(1), #26(1), #27(1),
 #28(1), #29(1), #59(2), #121(2)



1835

SR3 & OR3



ERRATA: Chinnery has 100M, Hanna has 160M, and Zieske has 101M. #3 had no tile in OR 2.

Player Status: (*) = Director)

Fisher: 220 M, #1, #3, #6

Hanna: 160 M, L-D, 2 SX*, Braun

Buttitta: 105 M, #2, PB, BY

Chinnery: 100 M, N-F, 2 BY, Hann, OB <Zug>

Zieske: 101 M, #4, #5, 2 BY

CORPORATION STATUS:

| Corp | Dir | Price | IO | Pool | Cash | Trains | Tokens |
|------|-----|-------|----|------|-------|--------|--------|
| #1 | RF | -- | -- | -- | 20 | 2 | H2 |
| #2 | JB | -- | -- | -- | 110 | 2 | E19W |
| #3 | RF | -- | -- | -- | 20 | 2 | F14 |
| #4 | PZ | -- | -- | -- | 30 | 22 | G5 |
| #5 | PZ | -- | -- | -- | 25 | 2 | E19N |
| #6 | RF | -- | -- | -- | 30 | 2 | C11 |
| BY | PZ | C86 | 5 | 0 | 180 | 2224 | O15 |
| SX | CH | D88 | 5 | 0 | (176) | - | (H16) |

SR3

Chinnery buys 1 BY (92M to BY), becomes Direktor.

Zieske buys 1 BY (92M to BY).

Fisher buys 1 BY (92M to BY).

Hanna buys 1 BY (92M to BY).

Buttitta buys 1 BY (92M to BY). BY sold out.

All pass. Chinnery retains der Zug.

OR3

Privates pay Buttitta 15 M, Hanna 45M and Chinnery 45 M.

| Corp | Tile | Lay | Token | Earn | Dv? | Trains | Price | Notes |
|------|-----------|-----|-------|------|-----|--------|-------|-------|
| #1 | #9/d2nw | - | 40 | Y | 2 | - | - | |
| #2 | --- | - | 40 | Y | 2 | - | - | |
| #3 | #3/G11nw | - | 40 | Y | 2 | - | - | |
| #4 | #9/F8e | - | 60 | Y | 22 | - | - | |
| #5 | --- | - | 50 | Y | 2 | - | - | |
| #6 | #58/B12sw | - | 60 | Y | 2 | - | - | |
| BY: | | | | | | 22,24 | | |

We halt here since methinks Don's BY orders got deleted with a passle of spam.

Player Status: (*) = Director)

Fisher: 198 M, #1, #3, #6, 1 BY

Hanna: 113 M, L-D, 2 SX*, Braun, 1 BY

Buttitta: 48 M, #2, PB, 2 BY

Chinnery: 53 M, N-F, 3 BY*, Hann, OB

Zieske: 64 M, #4, #5, 3 BY <Zug>

CORPORATION STATUS:

| Corp | Dir | Price | IO | Pool | Cash | Trains | Tokens |
|------|-----|-------|----|------|------|--------|--------|
| #1 | RF | -- | -- | -- | 40 | 2 | H2 |
| #2 | JB | -- | -- | -- | 130 | 2 | E19W |

| | | | | | | | |
|------|----|-----|----|----|-------|------|-------|
| #3 | RF | -- | -- | -- | 40 | 2 | F14 |
| #4 | PZ | -- | -- | -- | 60 | 22 | G5 |
| #5 | PZ | -- | -- | -- | 50 | 2 | E19N |
| #6 | RF | -- | -- | -- | 60 | 2 | CL1 |
| (BY) | DC | C86 | 0 | 0 | 640 | 222+ | O15 |
| SX | CH | D88 | 8 | 0 | (176) | - | H116) |

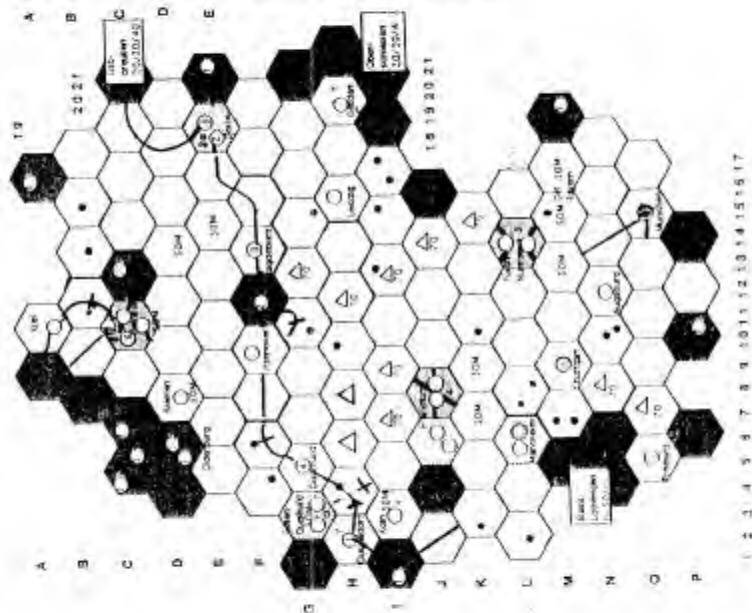
The Bank has 10,504 M.

Trains available: 2+2+2+3333,3+3+3+444,4+555,5+66,6+6+6+6

Tiles available:

Yellow: #1(1), #2(1), #3(1), #4(3), #5(3), #6(2), #7(8), #8(12), #9(9), #55(1), #56(1), #57(0), #58(2), #60(1), #201(1), #202(1)

Due next: Orders for BY OR3, SR 4, and OR 4. Chinnery has der Zug.



--KINGMAKER (continued from p 9)

was about all we could do was to anticipate where he would end up when an embassy occurred and try to trap him then. The one time we did manage to trap him he managed to slip out of our grasp. It was an interesting twist not knowing who was in what faction, but it was too difficult to deal with and don't suggest it for future games.

I don't think I will play PBeM Kingmaker again.

Flint

Angevin: Angevin is pleased to have survived - to return again another day I enjoyed this game very much. I feel fortunate to have survived to the end. Learned a lot. My biggest failing was not

--continued on p 13

Down with the King

COURT BALL! Famine! Turns 5/6/7



The Cast:

D&D Anderson: Sir Jeffrey (#23), 4 IP, 12/-2 PP, 13+ cards, #51, #24, #44.
A. Bargender: Sir James (#22), 4 IP, 17/3 PP, 10 cards, #52(H), #34, #62(MC), #12.
Copeland: Marquise Margaret (#56), 3 IP, 30/10 PP, 12 cards, Philip, #46, #54.
Fowble: Sir Robert (#16), 0 IP, 9/5 PP, 12 cards, #13(H), #21.
York: Countess Mary (#64), 1 IP, 11/4 PP, 13 cards; #42(H).

The Cabinet:

Monarch: King George (30 Support)
Navy: Lord Arthur (#36), 2
State: Earl Duncan (#34), Ja
Trade: Duke Marley (#44), Je
Epain: Sir Donald (#21), Ro
Sandarkar: Sir Guy (#12), Ja
City States: Sir Richard (#14)

Consort: Queen Catherine
High Minister: Sir James (#22)
Army: Earl Francis (#33)
Justice: Earl Maxwell (#32), 2
Besyzan: Sir Michael (#15)
Cronos: Sir Drew (#11), Ro
Treasury: Duke Roland (#42) H Ma

Turn 5.5: Marquise Margaret courts the favor of Philip. Knight James plays a "Treachery" card to hinder (8-2 = KC is pleased +1 IP) then passes on the extra activity. Sir Robert counsels "Recall the Ambassador to Cronos" (4+1 = Monarch is pleased, +1 IP).

Turn 6.3:

Treason & Conspiracy Trials: 2+1<2nd Judges>, Earl Maxwell (ability +1) fails to solve problem and is sacked again. Monarch's support drops by 10 to 20.

Turn 6.4, Court Ball:

James (5 = Ill-mannered, -1 PP), Jeffrey (7 = Barely Noticed), Margaret (7 = Barely Noticed), Robert (12 = Monarch Notices Your Elegance, +5 PP, +2 dm, free counsel), Mary (7 = Barely Noticed).

Turn 6.5:

James: Draws #36, Gain 1 IP (+1 IP). Make Sir Guy a Henchman. Roll on the Fashion Table (6 = Tasteful +1 PP, +1 dm). Lady Elizabeth counsels the Monarch regarding Treason and Conspiracy Trials to Make an Accusation of Wrongdoing against Countess Mary.

Jeffrey: Draws #32, Extra Activity. Make #24 a Monarch's Counselor. Buy Knighthood 1-2 (pl. Discard "Informers").

Margaret: Draws #53, Duel (n/a). Recruit General (#53). Roll on Fashion Table (3 = Atrocious Taste -2 PP, -1 dm). Can't counsel.

Robert: Draws #14, Intrigue. Recruits Countess Elizabeth (#62) by Treachery using Intrigue chit and Treachery card. Robert proposes to Elizabeth (3 = accepted). Hold a Wedding; players who attend get a free roll on the Socializing Table.

Mary: Draws #55, Extra Activity. Rolls on Craft Table (8-1 = Ordinary, Roll again; 11-1 = Well Known and Respected +5 IP, +5 PP, +2 dm). Recruits #55 and make her a Henchman.

The Cast:

D&D Anderson: Knight Jeffrey (#23), 2 IP, 12/-2 PP, 10? cards, #51, #24(MC), #44.
A. Bargender: Knight James (#22), 6 IP, 17/6 PP, 10? cards, #52(H), #34, #62(MC), #12(H).
Copeland: Marquise Margaret (#56), 3 IP, 28/4 PP, 12? cards, Philip, #46, #54, #31, #53.
Fowble: Sir Robert (#16*), 1 IP, 9/8 PP, 12? cards, #13(H), #21, #11, #62* * = engaged
York: Countess Mary (#64), 6 IP, 16/9 PP, 13? cards; #42(H), #63(H).

The Cabinet:

Monarch: King George (30 Support)
Navy: Lord Arthur (#36).
State: Earl Duncan (#34), Ja
Trade: Duke Marley (#44), Je
Epain: Sir Donald (#21), Ro
Sandarkan: Sir Guy (#12), Ja
City States: Sir Richard (#14)

Consort: Queen Catherine
High Minister: Sir James (#22)
Army: Earl Francis (#33)
Justice: <Vacant>
Beszyant: Sir Michael (#15)
Cronos: Sir Drew (#11), Ro
Treasury: Duke Roland (#42) H Ma

Turn 7:

1. Player order is: Robert, Margaret, Mary, Jeffrey, James.
2. Justice Ministry is vacant.
3. Political Problems: Treason & Conspiracy Trials, Monarch's support is 20 + 10.
4. Crown Event: 4 = Famine.

You've drawn # Loyalty, Opportunity, Event card.

Due next time:

- a) Modifications to Counseling Rolls.
- b) Whether you will attend the wedding.
- c) Justice Ministry is vacant.
- d) Any modifications to the Treason & Conspiracy Roll.
- e) Your player turn orders.

I spent most of the evening going over the PPs and IPs, and even now I'm not sure I got it right. Several of you are holding too many cards (mine, I21 and Jeffrey seems to have a larger faction than he should).

--KINGMAKER (continued from p 11)

keeping adequate records of the happenings. Especially attacks on various locations causing change of ownership. From the beginning I felt my faction was quite weak so held back looking for some better draws of cards. Angevat did take over Edmund and was fortunate to retain control with the help of a call to Ireland for Talbot the controller of Edmund. It seemed strange to me that the faction that attacked Ludlow and gained control continually kept attacking my factions Lords, when they should have gone after the faction who had control of the King Richard and other Yorks. I tried negotiating with the faction at Ludlow but NO response. Finally decided to kill Edmund before letting them take over, suspecting that the game would end -once Edmund was gone. Yes, Edmund being alive was only left currently in play that was preventing a Yorkist win. I had hoped my attacker would realize this and be more willing to negotiate. I suggested a couple turns of truce while we negotiated terms. How much better had we combined forces to go after the "NEES" I advised my opponent that if he attacked I would kill Edmund and so informed the GM. I could have moved away quite fast as had several MOVE cards but didn't figure this would get anything resolved.

I liked the limited intelligence, but felt that it was a little extreme: i.e. If in combat we ought to know the faction "if" and strength of the participants in the combat. The result would be that a negative of a combat situation or siege means the opponent (defender) gains intelligence. A couple of factions impounded my ships, but I didn't know who so didn't know where to open negotiations. At the beginning one of my ships was impounded at Berwick, suspected that Berwick wasn't even owned at that time. Later on my ships were impounded at Ryb. With six players, the Lords are spread out, though "NEE" seemed to be loosest, this means the weaker factions must negotiate and band together. I realized this early on but with limited intelligence in the game just wasn't sure how to proceed. The few "if" games I have played at GENCON had 4 players and negotiations were possible as you observed faction that you needed to negotiate with. I would recommend optimum players in the game be 4 and maximum of 5. Reporting of game turn actions was adequate but would add the following suggestions.

--continued on p 17



KREMLIN SCHRUKRUTOV WAVES AGAIN!



THE CAST (In Table Order):

Cary Nichols: Re-Education Deployment Society (REDS), 2 cards
 Ron Fisher: Red Bivalue Factory (RBF), 2 cards, 1 WAVE
 Mike Scott: The California Connection (TCC), 3 cards
 Warren "Goat" Goetzle: Sneaky, Treacherous, Annoying Bastards (STAB), 3 cards
 Kevin Wilson: Red Army Ministry of Subversion (RAMS), 2 cards
 Dave Anderson: Dying Anarchists (DA), 3 cards

POLITBURO:

| | | | |
|--------------------|-------------------|------|---------------------|
| Party Chief: | Schruckrutov (B) | 80 | RBF 5 |
| KGB Head: | Nogoodnik (V) | 60w+ | REDS 8, RBF 7 |
| Foreign Minister: | Strychnin (T) | 61? | RAMS 4, TCC 3, DA 1 |
| Defense Minister: | Eatstumuch (M) | 68s+ | RBF 10, TCC 9 |
| Ideology Chief: | Satin (O) | 62s | |
| Industry Minister: | Palavrian (G) | 71 | STAB 6, REDS 5 |
| Economy Minister: | Newitko (D) | 73 | REDS 7 |
| Sport Minister: | Shootemdedsky (H) | 69? | |
| Candidates: | EFIN | | People: JKLPQRSUWYZ |
| The Wall: A | | | Siberia: CX |

2.5: FUNERAL COMMISSION PHASE: N/A.

2.6: REPLACEMENT PHASE: RAMS declares 6 IP on "B"; RBF declares 8 IP on "B". REDS plays #13 "Bee Hormone Cure" on V-5 SP to 551. STAB plays #20 (Blackmail), and has the Party Chief "B" promote "G" to KGB Head. B demotes "V" to Industry and promotes "G" to KGB Head, aging 2 SP to 82. Foreign Minister "T" promotes "K" to Candidate aging 1 SP to 62.

2.6: REHABILITATION PHASE: None.

2.7: PARADE PHASE: STAB plays #8 "Visit Sanatorium" and tries to send the Party Chief to the Sanatorium, but fails (4). Schruckrutov waves a second time for RBF.

Due next are orders for Turn 3 Cure through Health Phases.

POLITBURO:

| | | | |
|--------------------|-----------------------|------|---------------------|
| Party Chief: | Schruckrutov (B), C20 | 82 | RBF 8, RAMS 6 |
| KGB Head: | Palavrian (G) | 71 | STAB 6, REDS 5 |
| Foreign Minister: | Strychnin (T) | 62? | RAMS 4, TCC 3, DA 1 |
| Defense Minister: | Eatstumuch (M) | 68s+ | RBF 10, TCC 9 |
| Ideology Chief: | Satin (O) | 62s | |
| Industry Minister: | Nogoodnik (V) | 55w+ | REDS 8, RBF 7 |
| Economy Minister: | Newitko (D) | 73 | REDS 7 |
| Sport Minister: | Shootemdedsky (H) | 69? | |
| Candidates: | EFIKN | | People: JLPQRSUWYZ |
| The Wall: A | | | Siberia: CX |

LEGEND: s = strong, w = weak, + = sick, ++ = ill, ? = under investigation, CN = card # remains as a bribe.

Cast: Mike Fisher (F) James Kanne (K) Rick Copeland (C) Debbie Anderson (A)

ERRATA: There is no road at f3/g2. C has 3 g.

F: (9) F collects 2 brick from d3; F & C collect 1 lumber from e5. Trades 1 g to A for 1 w. Trades 4 l for 1 o and builds city (+1 VP) @ e4/f3/f4 (-ggooo).

K: (7) Moves R to d3, steals brick from F. C loses 3 g and 1 w. Does nothing.

C: (6) A collects 3 L and C collects 1 L from d5. F collects 1 L from e2. Trade 3 L for 1 o.

A: (9) Robber negates d3; F & C collect 1 lumber from e5. Buy Card (-gwol _____)

F: (5) K collects 2 L and F collects 1 L from b2. C collects 2 g & F collects 1 g from e4. Does nothing.

Proposed trades: None.

Inventory/Summary (Robber at d3):

| Player | Br | Gr | Lum | Ore | Wool | VP | Cards | Knights | Other |
|----------|----|----|-----|-----|------|----|-------|---------|-------|
| Fisher | 1 | 1 | 3 | 0 | 1 | 6 | 0 | 0 | |
| Kanne | 1 | 1 | 2 | 0 | 1 | 5 | 1 | 1 | |
| Copeland | 0 | 2 | 2 | 1 | 0 | 6 | 0 | 0 | Road |
| Deb A | 0 | 1 | 0 | 0 | 0 | 3 | 1 | 2 | |

Die Rolls Turn 12.2 to 13.2:

Kanne: 8 Copeland: 7 Deb A: 7 Fisher: 11 Kanne: 5

LEGEND:

? generic 3:1 port

dice number

H/b hill hex/brick 2:1 port

D desert hex

F/l forest hex/lumber 2:1 port

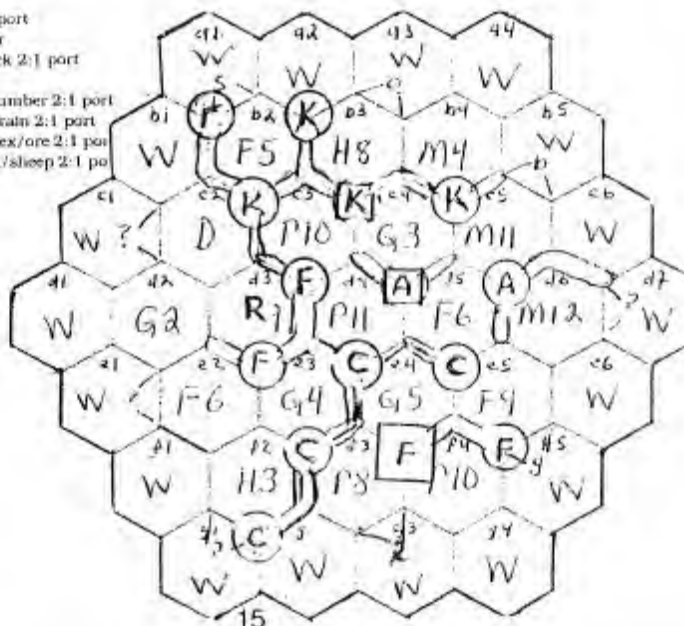
G/g grain hex/grain 2:1 port

M/o mountain hex/ore 2:1 port

P/s pasture hex/sheep 2:1 port

R robber

W water tile





ATREMS

EPOCHS III & IV



The Cast

Dave Anderson: Orange
Mike Fisher: Purple

Laird Khaoz: Red
Wayne Morrison: Ebony

Kevin Wilson: Green
James Kanne: Azure

THE BOARD:

AI: MT(2,C,0), LT(1c); **AIH:** Ara, Lib, Pyr, Sha(2,C,0); **AIH:** Zag(C,AM).

EI: App, PSb, WAN(2).

GI: CAm(2,C), Cey, EGB; **GIH:** Cre(c), Lev, UT(1PM).

OI: PSD, Tur; **OIH:** Tar(0), **OIH:** Che, CMA, EAn(2), Hin, GaD(EM), GaV, GPC(c,OM), Lin(GM), Mal, Mek, Mor(EM), Nib(EM), Fin, PPI(EM), SAp(C,OM), SiK, UIn(GM), WDe, WGa, WGH.

PI: Yel(3,C,0), **PIH:** SH(2); **PIH:** EIn, Irr(0), Wei.

RI: Con, Mad, Nub; **RIH:** Bal, Pal; **RIH:** Alb(EM), CEu, NGa.

Seas: Blaf(E), EMS(0), SCS(PI), WMS(0).

SCORE: AI(6+1, EI(9), OI(12), RI(19), PI(20), GI(26).

EPOCH III (cont):

SASSANIDS (A): Bid 9. Play "Barbarians" at Tib. Size (6,1-2 -1PIH), Irr (6,2:4+1,3; 4,1:4+1,4 -1PIH), no1. Play "Civil War" 1AIH @ Hin (4,2:5 -1AIH), Lin(6,5:2 -1OIH), UIn (4:2-3 -1OIH). Play 1A,C,AM @ Zag (-1OIH r-EAn), PPI(4,3:1 -1OIH), Tur(6,5:3 -1OI) 6A @ Tar (3,1:4+1,4; 4,3:5+1,2; 2,1:6+1,2; 2,4+1,4; 2,2:5+1,1; 6,4:4+1,3 -5AIH,-1OIH) VP = 6 + 9 + C(3x2) + c(1) + M(1x2 +3) + Mid E(D-6) + N Afr(P-2) + China(P-3) + India(P-3) + S Eur(P-3) = 26.

SCORE: EI(9), OI(12), RI(19), PI(20), GI(26), AI(26).

EPOCH IV:

EMPTAS (G): Bid 0 = 8. Play "Kingdom in the Gold Coast" + 1OIH,c,f @ Gol. Play 1A,C,GM @ EDe, 1F @ BoB, 1A @ WDe (6,3:3 -1OIH), Lin (6,2:3 -1AIH), 3A @ UIn (6,3:6; 2,1:6; 2,1:6; 6,1:5 -2GIV, -1AIH), 1A @ Sum. VP = 26 + 8 + C(2x2) + c(2) + M(2x2 +1) + S(1) + Mid E(P-3) + India(D-6) + S Eur(P-3) + SE Asia(P-2) = 43.

GUTHS (J): Bid 10. Play 1A @ Dan, Dal, Nap, SAp (6,5:5 -1OIH,C +c). Play "Surprise Attack" 1A @ CMA (5,2:2 -1OIH), 1A @ NGa (5,4:1 -1RIH), Alb (6,4:6,4; 3,1:5,5; 5,4:6,4; 4,1:5,1; 6,3:6,4; 5,4:5,1; 5,4:3,1 -3EIH,-1RIH). VP = 9 + 10 + c(1) + M(2) + S(1) + Mid E(P-3) + S Eur(D-6) + N Eur(D-4) = 16.

HMS (W): Bid 15. Play "Kingdom in the Highlands" (+1OIH,c,f @ Hgt. Play 1A @ WSt, Tur (6,5:5 -1AIH), Hin (-1OIH), 4A @ UIn (3,2:4; 4,4:6; 2,1:5; 5,2:4 -3OIV, -1GIV), 1A @ 8Lin (5,2:4 -1GIV), 6A @ WDe (4,3:5,1; 6,2:6,6; 6,1:6,3; 4,2:5,4; 3,1:4,3; 3,3:3,1; 1,1:4,2; 3,3:5,5; 6,1:3,3 -5OIV, -1GIV), EDe (5,4:2 -1GIV,C +c). VP = 12 + 15 + c(1) + M(1x2 +7) + S(2) + Mid E(P-3) + NAAP(P-2) + India(D-6) + China(D-6) + S Eur(P-3) + N Eur(P-2) + SE Asia(P-2) = 33.

Orange to Green & Azure-- Its time to play our favorite game--Let's go get the leaders. Who else wants to play and wipe out every Green and Azure piece!!!! I have done my part. After taking my points of 12 points minus 15= minus 3 for a starting total. Now I have to score 48 points in one turn. Can you kids say No to drugs. Sure, Sure you can. Will that get me 48 points?? No way, but at least we can hope...

PAGU-SAXONS (R): 1A @ BSb, 1F @ Nth, 1A @ Alb (1,1:6,4 -1RIH).

BYZANTINES (X): Bid 16. Play "Leader". Play 1A,C @ Bol (-1RIH), 1F @ EMS (5,4:2,5; 6,6:6,2 -1Lr).

-10F), 1A @ Crete (6,3;4,2 -10III), Mor (5,2;2,2 -10III), Dal (6,1;5,4 -1EIV), 3A @ Nap(4,1;6,4;2;5; 6,1;5), 1A @ Sap (6,5;5-1RIV,c), 3A @ CMa (3,2;5,3; 3,2;5,5; 5,5;6,1 -3RIV) VP = 12 + 16 + C(1x2) + M(2) + S(2) + Mid E(P-3) + N Afr(P-2) + S Eur(D-6) + N Eur(P-2) = 22.

We are greatly saddened by the forced suicide of Darius the Great in the Balkans

TANG DYNASTY (A): Bid 14. Play "Rebellion" & 1AI in Irr (0,2;4+1 -1PILL). Play 1A,C,AM @ Yan, 1A @ Che (6,2;2,1 -10III). 1F @ SCS (6,5;1 -1PFL 2A @ Mal (3,2;6,5; 5,1;4,4 -1AIV, -10III), 1A @ Mek (5,1;5,4; 6,4;2,1 -10III). 3A @ Eln (5,1;6,6; 5,2;5,4; 4,1;6,1; 6,4;4,3 -2AIV, 1PILL). 2A @ Suk (5,1;6, 4,3;5 -2AIV) VP = 26 + 14 + C(4x2) + c(1) + M(2x2) + S(1) + Mid E(D-6) + N Afr(P-2) + China(D-6) + S Eur(P-3) + SE Asia(D-4) = 47

Orange to Purple - It is up to you and hopefully your Jihad card to take Azure down from his lead. I tried, but when you lose 8 armies in two spaces, it dictates plans. Otherwise I would have been sitting in Middle Tigris by now. Now, it is up to you to take him out in N Africa & Mid-east, if you don't no one will, as the empires all shift away next epoch to Europe and China.

ARABS (P): Bid 25. Play 1A,C @ Ara (-1AD). 1F @ Red. ...

VP = 20 - 25 + C(1x2) + c(1) + M(2x2 +6) + S(2) + Mid E(D-6) + N Afr(P-2) + India(D-6) + China(D-6) + S Eur(D-6) + N Eur(P-1) + SE Asia(P-1) = 12.

ENMERS: No show (was there any doubt?)

SCORE: E(16), F(20-25+), R(22), O(33), G(43), A(47)

Due next: Orders for Arabs.

THE BOARD:

AI: Irr, MTr2,C,D, LT(c); AII: Ara, Lib, Pyr, Sha2,C,f; AIII: PPhRM), Tar, Zag(C,AM), AIV: Yan(C,AM).

EA: App, PSb, WAn(2); EIV: Alb(RM), CMa, Dan, NGa.

GI: CAm2,C), Cey, EGh; GII: Galic,f; GIII: Lev, UTIPM); GIV: Sum.

OI: PSD; OII: Che, EAn(2), GaD(EM), GaV, GPCic,OM), Mal, Mek, NIBRM), Pin, Suk, WGa, Wih.

OIV: EDe(c), Hln, Lln(GM), Tur, Uln(GM), WDe, WSt.

PI: Ye(3,C,f); PII: Sib2); PIII: Eln, Wei.

RI: Con, Mad, Nub; RII: BSBic, Pal; RIII: CEu; RIV: Bal(C), Cre, Dal, Mar(EM), NAp, Sap(OM).

Seas: Blat(E), BoB(G), EMS(R), Nht(R), SCS(P), WMS(O).

Map posted at: <http://hometown.aol.com/msnar/maps/Altius.gif>

--KINGMAKER (continued from p 13)

Suggestions for GM Maintain and report a list of locations showing ownership (Lords) if changed from original. My thanks to Mike for GM'ing and his patience with my never ending list of questions. I would definately play again. My priority would be maintaining better records. Don Chinnery

Blue Meanies: It's over!!! Congratulations to Phil on his well deserved win. Everything fell into place. If Flint and I had not idled it would have been over a lot sooner. It seemed a game fated to be Phil's right from the beginning as he had a powerful opening hand. The French overrun Calais. We tried to muster our forces to get Neville, but when we finally did, it was BAD WEATHER & then we tried again and it was 4-1!!! ARGHHH!!! It had been 5-4, or Majority victory. The game would still be going. Thank you to Flint for his patience and taking my call at weird hours, Micheal for being a constant GM and letting me know when I was wrong, especially when it was against me & explaining it to me very slowly.

I'm sorry to the other players we weren't able to work in this game. And again Phil, Well played!!! David Anderson

To be continued next issue

ON DECK



1830: Chinnery, R Fisher, Zieske, Copeland, Zodda, Hanna

1835: Hanna

1856: Hanna

1870: Zieske

AGE OF RENAISSANCE: Hanna

AIR BARON: R Fisher, Copeland, Zodda

BRITANNIA: Dave A, Hanna, Butitta, Wilson, Boyum (awaiting end of Devon or Egbert)

CIRCUS IMPERIUM: O'Hara

CIRCUS MAXIMUS: R Fisher, Kanne, York, Dave A, O'Hara

COLONIAL DIPLOMACY: O'Hara

DIPLOMACY: Fisher, Shacklett, Zodda

DUNE: Dave A, R Fisher, K Wilson, Butitta, O'Hara; need 1-4 more

GLADIATOR: O'Hara

GUNSLINGER: Scott, Fowble, R Fisher, O'Hara; need 3 more

HISTORY OF THE WORLD: Zodda

JUNTA: Copeland, Dave A, Hanna

KINGMAKER: R Fisher, Shacklett, O'Hara

KREMLIN: Zodda, Scott

MAGIC REALM: Butitta, Deb A, Chinnery, O'Hara

MAHARAJA: Hanna

MERCHANT OF VENUS: R Fisher, Deb A, Chinnery

MONSTERS RAVAGE AMERICA: Butitta, TJ Klausutis(?)

RUSSIAN CIVIL WAR: O'Hara, Scott

SETTLERS of CATAN: Chinnery, Goz, K Wilson, Copeland

SILVERTON: Zieske

TITAN: Khos, A & J Bargerider, York, (Webb), O'Hara; need 1 or 2 more

WIZARD'S QUEST: A&J Bargerider, Farrow, R Fisher, Deb A, O'Hara

OTHER POSSIBILITIES: 1829 (N OR S), 1870, AFTER THE HOLOCAUST (TGM Fowble),

GODSFIRE, KAMAKURA, PLANET MINERS, SAMARAI.

* Offered by guest GM, when space is available.

OUR SUBSCRIBERS

Dave & Debbie Anderson, 20832 Tuck Rd, Site 32, Farmington Hills, MI 48336; (248) 473-7482;

Dave: andersond4@netjigan.gov; Deb: andersond5@juno.com

Alan Borgender, 6 Gregg Dr, Selangrove, PA 17870; (570) 379-9951; alanmb@peoplepc.com

John Boardman, 234 East 19th St, Brooklyn, NY 11226-5302

Peter Boyum, 720 Sunrise Ave #36, Roseville, CA 95661; pboyum@sbcweb.net

Tom Butcher, 674 Roenoke Ave, Cuyahoga Falls, OH 44221; chikakob@aol.com

John Butitta, 339 Ninth, Neenah, WI 54956; (414) 725-7218; doejob@tda.net

Don Chinnery, PMB #F70321, 3590 Roundbottom Road, Cincinnati OH 45244; wu9t@aol.com

Forest Cole, 11210 Montverde Ln, Houston, TX 77099; (281) 564-4688; simply4est@yahoo.com

Rick Copeland, 1531 Pack Horse Rd, Winchester, VA 22603; (540) 888-4420;

rope655321@aol.com

Fred Davis, 3210 Wheaton Way, Ellicott City, MD 21043-4254.

Daniel Farrow IV, 18 W Felton Ave, Ridley Park, PA 19078; (215) 521-6701; dwfiv@dea.net

Michael Fisher, 43 W Mesunheim St Apt 2, Philadelphia, PA 19144-2942; (215) 438-9966;

mikefisher65@yahoo.com

Ron Fisher, 210 Normandy Dr, Wilmington, NC 28412; (910) 395-8330; skylark3@charter.net

Wade L. Fowble, 1127 Longbrook Rd, Lutherville, MD 21093-6307; (410) 828-8753;

wfowble@aol.com

Mark Frueh, 1128 Olympus Dr, Naperville, IL 60540; (630) 357-7780; mark_frueh@msn.com

Warren Goesle, 623 Scenic Circle, Holland, OH 43528; wgoesle@core.com

Chuck Hanna, 379 Wilett Ct, Severna Park, MD 21146-1912; (410) 544-3077; cchanna@toad.net

Chris Hassler, 2000 S Arroyo Ct, La Habra, CA 90631; chassler@adelphia.net

James Kanne, RR1 Box 77, Franklin, MN 55333; jkanne@netans.net
 TJ Klausalla, 115 Dana Pointe Lane, Niceville, FL 32578; (850) 678-6239; tklaus@tiscail.com
 Lated Khaoz, 2781 Honorah, Detroit, MI 48209; khloaddarow@yahoo.com
 Andy Lischett, 2402 Ridgeland Ave, Berwyn, IL 60402
 Philp McCabe, 615 South St, Plymouth, WI 53073; (920) 892-7554; pmccabes@excrl.net
 Lee McConnell, 2023 Stancrest Rd, Dublin, OH 43016-9546; blackhawk@netwalk.com
 Wayne Morrison, LTSL-ALSALAM (KM) Box 762, 1119 Wilco Drive, Baltimore, MD 21223-3230;
 thomaseat_kaa@yahoo.com
 Cary Nichols, 756532-938 S FM 1673, Snyder, TX 79549-8812
 Walt O'Hara, 10730 Burr Oak Way, Burke, VA 22015; hotspur@jacksonmail.com
 Paul Saunders, 124 Hopeland Lane, Sterling, VA 22614; (703) 406-0773;
 paul.saunders@verizon.net
 Mike Scott, 16603 Colonial Dr, Fontana, CA 92336; (909) 357-6630; mikescott2@juno.com
 Jack & Rose Shacklett, 365 Hobbs-Reesor Rd, Vine Grove, KY 40174; (502) 828-4281;
 jshack@bbltel.com
 Sven Vasseur, Fredriksbergsvägen 12, SE-185 35 Vaxholm, Sweden +46 8 541 302 16;
 sven.vasseur@ewipnet.se
 Kerry Watson, 2138 Cloverbrook Lane, Neenah, WI 54956; (920) 733-9576; kwatson@newrr.com
 Kevin Wilson, 373 Gateford Dr, Bailwin, MD 63021; (636) 391-9865; ckevinw@aol.com
 Bill Wordelmann, 541 Canyon Trail, Carol Stream, IL 60188-1364; (630) 665-8304;
 wulch@tx.netcom.com
 Andrew York, PO Box 201117, Austin, TX 78720-1117; wandrew@compuserve.com
 Paul Zieske, 3501 Keenan Lane, Glenview, IL 60025; (847) 498-9237; zieskep@juno.com
 Rudy Zozda, 7 Hansen Ave, New City, NY 10956; (845) 708-9056; rzozda@aol.com

 DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 1 NOV 02

The Bottom Line

This is **BORIS THE SPIDER**, a "zine" dedicated to the play of multiplayer games. **BORIS** is usually published following the first Friday of the month by Paul & Meg Boldur, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$10.50 for 12 issues in hardcopy (\$13.25 in Canada, and \$16 overseas) or a token \$1 1/2 e-mail. A hardcopy sub will also include an e-mail sub. Make checks payable to "Paul Boldur". **BORIS** can be reached at (850) 863-9081, or pboldur@aol.com. If phoning, expect to be greeted by an answering machine. If we're late, not engaged in an epic computer battle or enthralled in baseball, hockey, or college football and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing our recorded message (it changes every power outage).

STELLAR CONQUEST

William T. Riker: Due are Turn 33 combat and movement orders for Turn 34-36. Please expedite your orders.

"Kurzon Dex": We have four applicants, others apply soonest.



BORIS THE SPIDER

c/o 283 Devon Ct

FWB, FL 32547-3118

TABLE OF CONTENTS

| | |
|----------------------|-------------------|
| Addresses | pp 18-19 |
| AGE OF RENAISSANCE | pp 6,7 |
| BRITANNIA | p 6 |
| DIPLOMACY | |
| Boris XVI | p 2 |
| Boris XVII | p 3 |
| MACHIAVELLI | pp 4,7,9 |
| DOWN WITH THE KING | pp 12,13 |
| 1886 | pp 10-11 |
| 1890 | pp 8-9 |
| HISTORY OF THE WORLD | pp 16-17 |
| HUNGARIAN | pp 3,7,9,11,13,17 |
| On Deck | p 18 |
| SETTLERS OF CATAN | p 15 |
| SOURCE OF THE NILE | p 7 |
| STELLAR CONQUEST | p 19 |

FIRST CLASS MAIL